

Zendick
Trader
Enemy with Armour
Enemy with Weapon
Enemy with Armour & Weapon
Enemy with Health/Coins/Common Keys
Enemy with Armour, Weapon, and Health/ Coins/Common Keys
x2 Group of 2 Enemies
x3 Group of 3 Enemies
x4 Group of 4 Enemies

Unlocked Gate
Locked Gate (Requires Common Key)
Locked Gate (Requires Special Key of Same Colour)
Special Key
Special Gate (Requires Floor/Wall Switch)

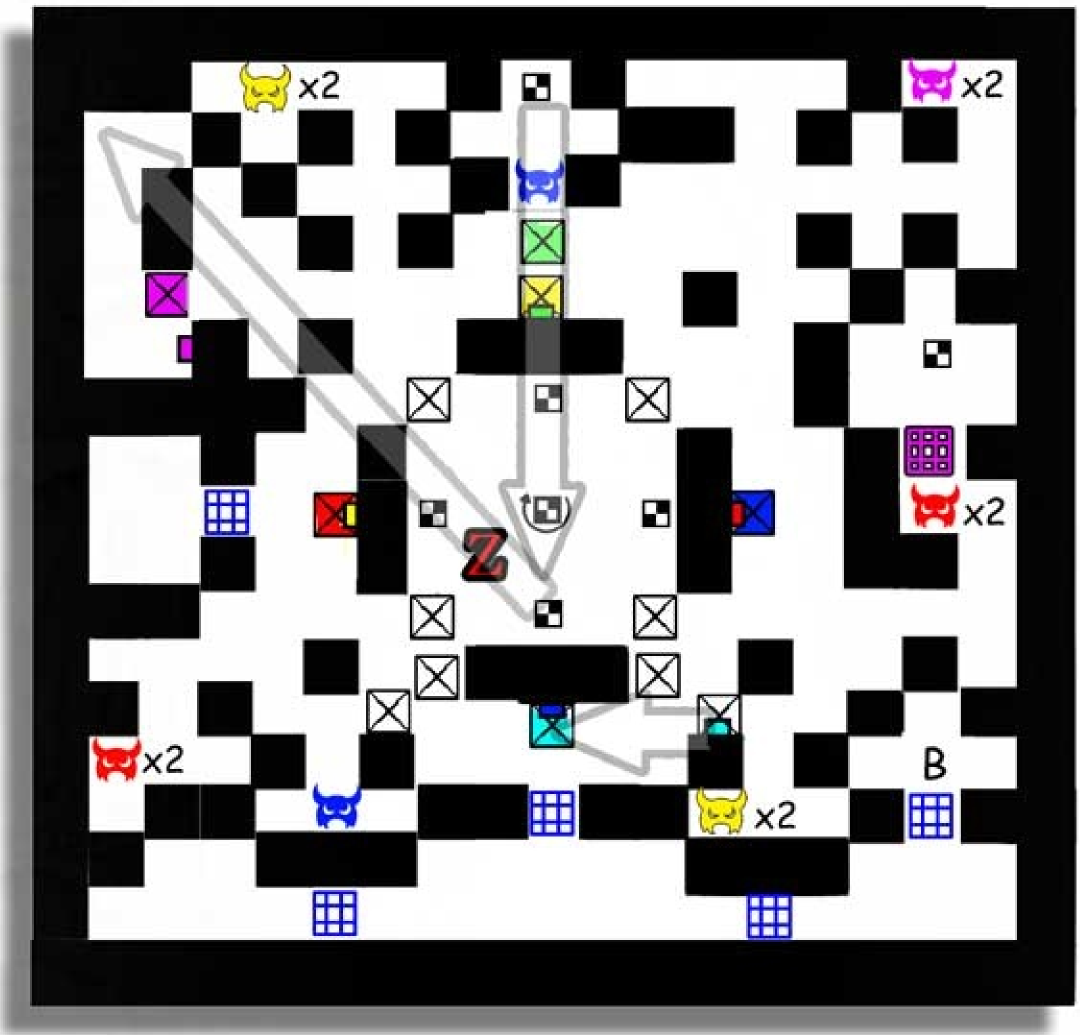
Wall Switch with corresponding Fake Wall

▲1 ▼1 Ladder Up and corresponding Ladder Down

A◘ A■ Hole in Floor with corresponding Hole in Ceiling

Floor Switch (Some are invisible)
Regeneration Room
"Spinner" Floor Switch (Spins player eith 180 degrees or randomly)

Coins/Common Keys
Shield/Armour
Weapon/Ammo
Health (Food/Drink/N'egg/Potion)
Gem
Wand
Ring



This is the final floor of the game, and all the enemies are tough S.O.B's. I would lure them to the bottom corridor one at a time, locking the gate behind them, and kill them individually. Using the "Blaze" spell is REALLY good at killing them, but you also destroy any items they were carrying.

Use an assassin to see through the four fake walls near the entrance.

The centre of this floor is a "circular" room; it will be refered to as Zendick's room (as he resides inside).

The blue wall switch deactivates a fake wall hiding a blue gem wall switch on the south wall of Zendick' room. Insert the Moon Gem, and the fake wall to the east of Zendick's room will disappear. Repeat this process with the Gems, going west next, then north. When inserting the final Serpent Gem, watch your back, as a fake wall behind you is deactivated, revealing a particularly strong enemy. He himself guards a floor switch, which will teleport you inside Zendick's room.

And now for the final battle against Zendick. He will take a while to beat (I stopped counting around 8000 hit points). DO NOT USE THE "BLAZE" SPELL ON ZENDICK! If you do, you will destroy the purple key he holds, which opens the final gate. There is only one visible floor switch. Step on it. Another will appear to the east; step on this one, and another will appear north, and finally a southern one will appear that teleports you to the square indicated by the arrow...it will also deactivate the fake walls in the corners of Zendick's room.

Having killed Zendick and picked up his key, you are now free to open the purple gate on the middle right of the floor. Step on the floor switch. Yay! You've done it!

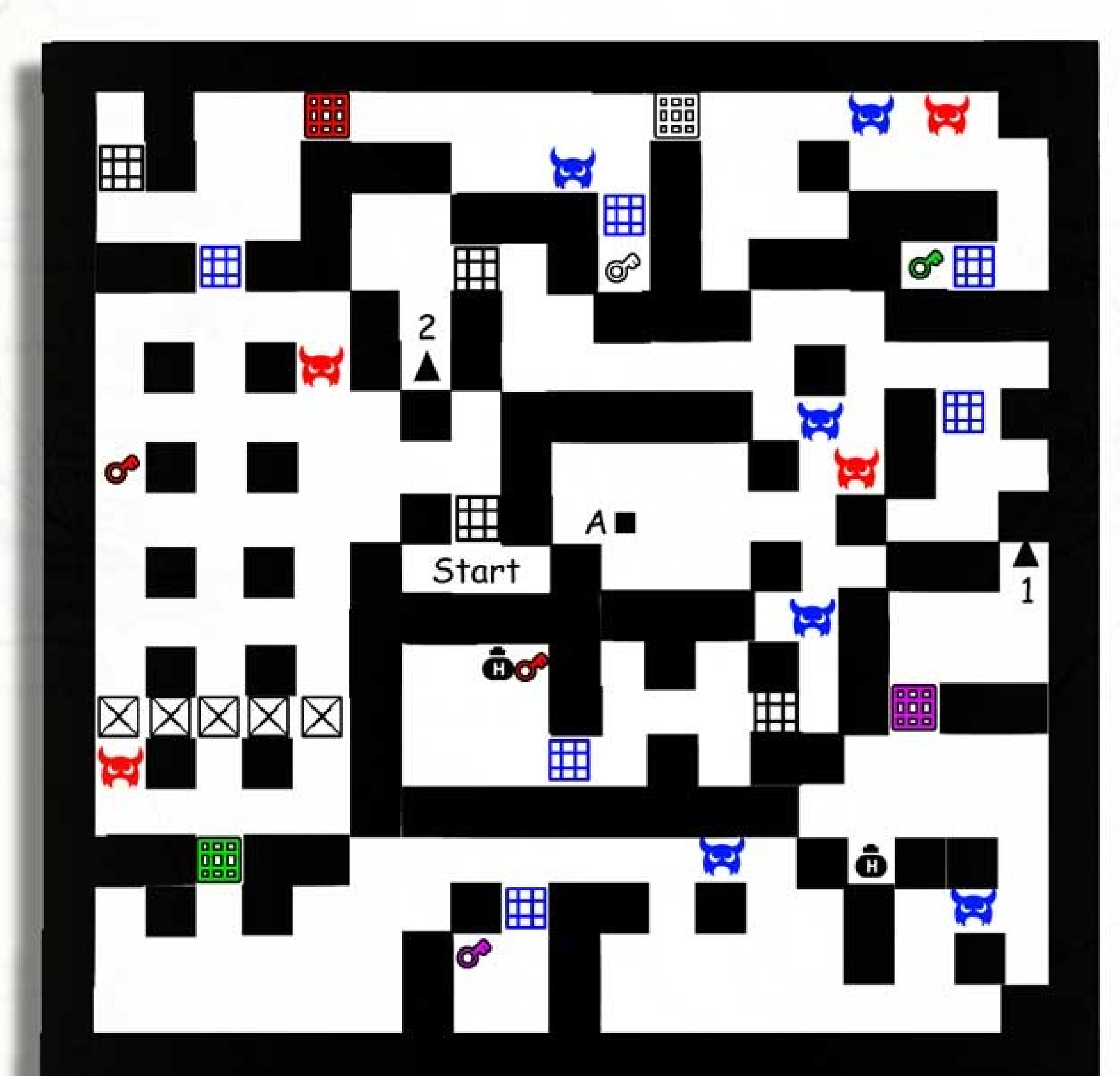
Okay, there's quite a lot to do on this floor. The white switch near the bottom opens the gate indicated by the arrow, but the switch in front of the gate closes it, so you'll need one player to stand on the switch while the other deactivates the wall switch. It is also guarded by a lot of skeletons, so take them out first.

The red wall switch in the lower left doesn't seem to have a purpose.

The mass of floor switches in the middle...they activate and deactivate the hole in the floor marked "A". The key to the red gate is on the floor below, down the hole. Jump down the hole, and, collecting the red key on your travels, make your way back to the floor switch room. Open the red gate, press the switch, kill the enemy behind the opposite gate, and press the switch that he was guarding. The final gate should open; now press the floor switches until the fake ladder is replaced by solid ground, and walk through.

There are Tan/Bluish Gem teleporting rooms in the top left of this floor, leading to lots of goodies.

The enemy in the room filled with fake walls (top right) is tough to beat, but he holds the strongest weapon in the game, the "Ace of Swords". You'll need it. Beyond this point lie two floor switches; the squares before them hide invisible floor switches that will close a wall behind you. The teleporters, marked "B", will take you to the floor above to the corresponding square (also marked "B") with no way back, so make sure you've regenerated and equipped everyone properly.



You start on this fairly unspectacular floor...the row of five fake walls is visible to assassins.